

**All-New Format!**

# CONQUESTS OF CAMELOT

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND  
CHARACTERS YOU MAY NOT  
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY



# CONQUESTS OF CAMELOT

## HINT BOOK



# SIERRA®

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## INTRODUCTION

Sheathe your sword, lay down your shield and read on. If you're here, you've undoubtedly been playing *CONQUESTS OF CAMELOT I: King Arthur and the Search for the Grail*. And you have some questions.

If you've gone to all the trouble to buy a Hint Book, it could mean that you're stuck at some point in the game and need some guidance to get through a particular puzzle or plot point. Or it could mean that you've finished the game and you want to pick up on the details and game points that you may have missed. Either way, this book is written to help you.

*CONQUESTS OF CAMELOT* was designed to challenge you on three levels: skill, wisdom and soul. Your skill is tested by the various combat or arcade sequences built into the game. This sometimes only requires good reflexes, but just as often it requires that you think about your opponent's tactics and what strategy to employ against it.

Testing your wisdom is a major element of the game. This means gathering knowledge by observation and especially by asking about things and questioning the other characters you meet. Then you must think about the knowledge you've gained and put it to use where needed.

Soul refers to your spiritual purity and moral behavior. In every legend of a sacred cup or grail, it judges the worth of the one who tries to possess it. That worth is based on courage, goodness, compassion, faithfulness and so on — the positive qualities of humankind. Those are the qualities for which you will be rewarded and your soul judged in this game.

One more suggestion: as you play the game, whether you are male or female, try to think as King Arthur would think and to behave as though you really are in an ancient land that is part history, part legend. Your title as "king" doesn't make you an absolute ruler. You must earn the respect of your people and knights in order to keep their respect, and lead by examples of virtue and valor. But remember that your title means nothing in a foreign land where you are just a stranger, alone and in constant danger.

## IF YOU HAVEN'T FINISHED THE GAME

To get the fullest playing pleasure from your game, only use the Hint Book when you're really stuck. Don't skip ahead, reading all the hints ahead of where you're going. That will ruin all the fun and challenge of being surprised and figuring things out for yourself. I strongly urge you not to read the Points List or the Walkthrough ahead of time, for that will really give away everything before you've had a chance to enjoy finding it for yourself.

Use the hints selectively. Find the location in which you're having a problem and locate a question or comment that is the most like your problem. Even then, I've tried to give you levels of hints before giving an outright answer. Read only the first hint or two and try to solve your problem with that extra tidbit before you give up and read the final answer.

To read the hints, hold the red "Adventure Window" beneath the question you want answered. The question will disappear and the hint will appear in the area below it. Every now and then, I may lead you astray with a fake hint, just to see whether you're paying attention to the game or taking the easy way out by scanning everything. Remember that perseverance, determination and ingenuity are qualities of a good adventure game player.

Don't be afraid to save games, especially when you think you're coming up on a problem that could be dangerous. Read your documentation book for instructions on how to save games.

## IF YOU HAVE FINISHED THE GAME

You now know at least one way of getting through the game, but of course there are variations, sometimes more than one way of solving a puzzle, more points to be gained, or maybe you just want to find all the goodies that game creators love to sneak in.

For you, I recommend reading the section entitled *AFTER THE END OF THE GAME* which is like a series of hints for things to try that you may have missed. Try new things when you play the game to see how it affects your points before you finally look at the Points List. Use the Points List and the Walkthrough only as a way of expanding additional game play, rather than using it to cheat and get through the game the easy way.



If for some reason you have a problem or question that still isn't found in this Hint Book, you can get even more help by calling Sierra's 24-hour automated hint line at 900-370-KLUE (or 900-370-5113 for California residents). It costs 75 cents for the first minute, 50 cents for each additional minute and you must be over 18 or have a parent's permission to call.

It's taken Peter Ledger and me over a year to produce this game, aided and abetted by a talented team of programmers, artists, composer and other creative souls. We all hope you have a great time playing this game and that you will refuse to copy or let others make copies of the game disks or game books. Piracy hurts Peter and I very directly, by depriving us of income that we've worked hard to earn.

I would love to receive your letters on what you liked or didn't like about *CONQUESTS OF CAMELOT I*. You may write to me c/o Sierra On-Line, P.O. Box 485, Coarsegold CA 93614. I will personally read and appreciate them.

Christy Marx

## INVENTORY OBJECTS

Although King Arthur has to get his armour, shield and sword, I consider them to be a part of him and are not treated as separate inventory objects. The Horse and Mule (including pack) are treated as possessions and are not listed as inventory objects.

[illegible]

Camelot Purse	King's Room, on the table	To carry coins
English Coins	Treasury	Buy objects or information or give as charity
Lodestone	in Merlin's chest	Find true north
Rose	Queen's Bower	Use to cross ice maze
Bear Spear	Hunter in Forest Perilous	Fight bears
Lady's Sleeve	on the dead knight in the Forest Perilous	Give to forest witch
Iron Key	on the altar in the ruins on Glastonbury Tor	Open lid of sacred well
Crystal Heart	inside sacred well on Glastonbury Tor	Use to cross ice maze, then give to Ice Maiden
Jerusalem Purse	gotten from Mohammed	Carry coins, then give to Fatima
Arab Coins	Mohammed	Buy objects or give as charity
Mirror	from Pottery Merchant	Give to Man
Veil	from Man	Give to Textile Merchant
Lamb	from Meat Merchant	Give to Sarah
Green Apple	from Apple Seller	Eat to gain renewed strength
Charcoal	from Lamp Merchant	Give to leprous beggar
Herbs	from Lamp Merchant	Give to Fishmonger
Broom	from Lamp Merchant	Give to Innkeeper
Relic	from Relic Merchant	Give to Lamp Merchant
Grain	from Grain Merchant	Scatter on ground next to empty dove cage
Elixir	from Leprous Beggar	Give to Galahad
Pentacle Medallion	on child's mummy in the catacombs	Wear it for protection
Golden Apple	inside the sarcophagus	Give to statue of Aphrodite in the catacombs
Stone dove	from the statue of Aphrodite	Use and follow in the Temple of Aphrodite



## ENGLISH COINS

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

AMOUNT	WHERE USED	WHAT YOU GET
100 mg	100 mg	100 mg
200 mg	200 mg	200 mg
300 mg	300 mg	300 mg
400 mg	400 mg	400 mg
500 mg	500 mg	500 mg
600 mg	600 mg	600 mg
700 mg	700 mg	700 mg
800 mg	800 mg	800 mg
900 mg	900 mg	900 mg
1000 mg	1000 mg	1000 mg
1100 mg	1100 mg	1100 mg
1200 mg	1200 mg	1200 mg
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2800 mg	2800 mg	2800 mg
2900 mg	2900 mg	2900 mg
3000 mg	3000 mg	3000 mg
3100 mg	3100 mg	3100 mg
3200 mg	3200 mg	3200 mg
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3700 mg	3700 mg	3700 mg
3800 mg	3800 mg	3800 mg
3900 mg	3900 mg	3900 mg
4000 mg	4000 mg	4000 mg
4100 mg	4100 mg	4100 mg
4200 mg	4200 mg	4200 mg
4300 mg	4300 mg	4300 mg
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4700 mg	4700 mg	4700 mg
4800 mg	4800 mg	4800 mg
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5000 mg	5000 mg	5000 mg
5100 mg	5100 mg	5100 mg
5200 mg	5200 mg	5200 mg
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7000 mg	7000 mg	7000 mg
7100 mg	7100 mg	7100 mg
7200 mg	7200 mg	7200 mg
7300 mg	7300 mg	7300 mg
7400 mg	7400 mg	7400 mg
7500 mg	7500 mg	7500 mg
7600 mg	7600 mg	7600 mg
7700 mg	7700 mg	7700 mg
7800 mg	7800 mg	7800 mg
7900 mg	7900 mg	7900 mg
8000 mg	8000 mg	8000 mg
8100 mg	8100 mg	8100 mg
8200 mg	8200 mg	8200 mg
8300 mg	8300 mg	8300 mg
8400 mg	8400 mg	8400 mg
8500 mg	8500 mg	8500 mg
8600 mg	8600 mg	8600 mg
8700 mg	8700 mg	8700 mg
8800 mg	8800 mg	8800 mg
8900 mg	8900 mg	8900 mg
9000 mg	9000 mg	9000 mg
9100 mg	9100 mg	9100 mg
9200 mg	9200 mg	9200 mg
9300 mg	9300 mg	9300 mg
9400 mg	9400 mg	9400 mg
9500 mg	9500 mg	9500 mg
9600 mg	9600 mg	9600 mg
9700 mg	9700 mg	9700 mg
9800 mg	9800 mg	9800 mg
9900 mg	9900 mg	9900 mg
10000 mg	10000 mg	10000 mg

## ARAB COINS

[illegible][illegible]

## ARCADE POINTS

The Arcade Difficulty (located in the menu under SPEED) has three settings: HARD, NORMAL, EASY. The lowest points are for EASY and the highest number of points are given for using the HARD setting.

Arcade points show up under SKILL in the score categories. The points are given below for each setting.

## THE BOARDS

HARD    NORMAL    EASY

## THE JOUST

[illegible]

Copper	5 copper = 1 silver	25 copper = 1 gold
Silver	5 silver = 1 gold	1 silver = 5 copper
Gold	1 gold = 5 silver	1 gold = 25 copper

1 silver or 1 gold	Chapel of the Two Gods	Mithras' Blessing
1 silver or 1 gold	Chapel of the Two Gods	Mithras' Blessing and Vision of Three Missing Knights
1 silver or 1 gold	Chapel of the Two Gods	Christ's Blessing
1 silver or 1 gold	Chapel of the Two Gods	Christ's Blessing and Vision of Grant
1 copper 1 silver	Widdershins Hunter, Forest Pentlows	Safe passage Hunter's spells
1 gold 5 silver	Hunter, Forest Pentlows Altar of the Old Ones	Boar Spear Iron Key
1 silver	Southampton	fare to Dublin
2 silver	Southampton	fare to Rennes
1 gold	Southampton	fare to Rome
2 gold	Southampton	fare to Thessalonica
3 gold	Southampton	fare to Gaza
4 copper	Mercenaries at the Zion Gate	Safe passage
or 1 silver	Mercenaries at the Zion Gate	Safe passage

Minimum coins needed: 5 copper, 2 silver, 4 gold

Fals = copper	Dirham = silver	Dinar = gold
4 fals = 1 dirham	4 fals = 1 dirham	16 fals = 1 dinar
4 dirhams = 1 dinar	4 dirhams = 1 dinar	1 dirham = 4 fals
1 dinar = 4 dirhams	1 dinar = 4 dirhams	1 dinar = 16 fals

Coins received in Muhammed's purse:		
18 fals (copper)	4 dirhams (silver)	2 dinars (gold)

2 dirhams	Pottery Merchant's shop	Mirror
6 fals	Meat Merchant's shop	Lamb
1 fals	Felafel seller	Felafel
1 dinar	Beeress	Green apple
2 fals	Lamp Merchant's shop	Charcoal
1 dirham	Lamp Merchant's shop	Herbs
1 dinar	Relic Merchant's shop	Relic
3 fals	Grain Merchant's shop	Grain

For each boar killed .....	3	2	1
Maximum points .....	9	6	3

Each blow to the Black Knight .....	6	4	2
Winning the joust .....	6	4	2
Each blow from Black Knight .....	-6	-4	-2
Maximum points .....	24	16	8



## FIGHTING THE MAD MONK

HARD NORMAL EASY



### THE SARACEN

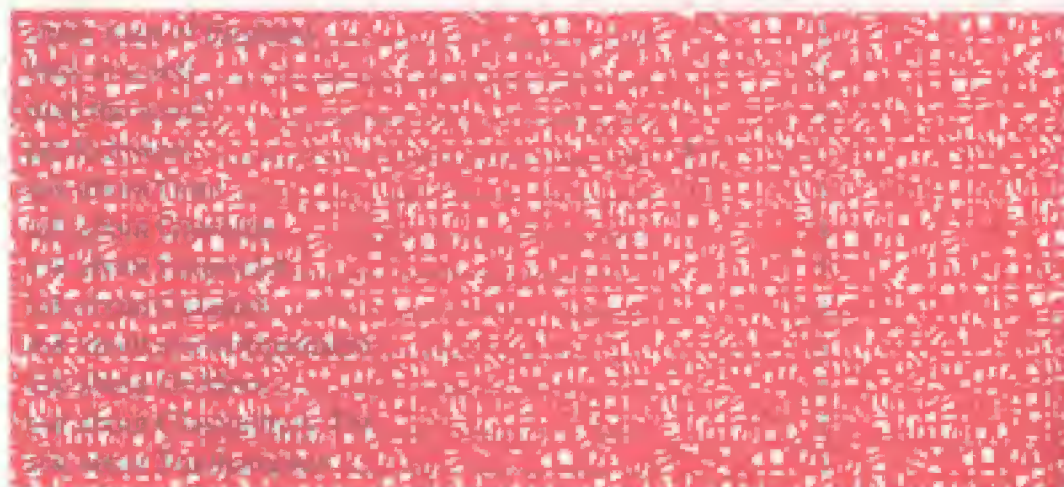
HARD NORMAL EASY



## GENERAL POINT LIST

### MERLIN'S ROOM

ACTION SKILL WISDOM SOUL



### KING'S ROOM

ACTION SKILL WISDOM SOUL



## TREASURY

ACTION SKILL WISDOM SOUL



### QUEEN'S BOWER

ACTION SKILL WISDOM SOUL



### CHAPEL OF THE TWO GODS

ACTION SKILL WISDOM SOUL



### COURTYARD

ACTION SKILL WISDOM SOUL



### WIDDERSHINS

ACTION SKILL WISDOM SOUL





Each blow to the Mad Monk.....	3	2	1
Killing the Mad Monk.....	3	2	1
Each blow from Mad Monk.....	-3	-2	-1
Maximum points .....	15	8	3

Killing the Saracen .....	40	30	20
---------------------------	----	----	----

study map of England .....	1		
look at scroll.....	1		
read the scroll.....	1		
get lodestone.....	3		
ask about Grail .....	1		
ask about Gawaine .....	1		
ask about Launcelot.....	1		
ask about Galahad.....	1		
ask about symbol/pentacle .....	1		
ask about Ot Moor .....	1		
ask about Glastonbury Tor .....	1		
ask about Southampton.....	1		

change clothes .....	3	1	
get purse .....	3		

get copper.....	1	1	
get silver.....	1	1	
get gold.....	1	1	
ask Treasurer about Gawaine .....		2	

get rose .....	1		
ask Gwenhyver about Launcelot.....		2	

give silver to Christ .....	1		
give gold to Christ.....	1	3	
give silver to Mithras.....	1		
give gold to Mithras .....	1	3	
ask about symbols .....		1	

ask Guard about Galahad .....		2	
give money to Guard.....			1

give copper.....	1		
ask about Cernunnos.....		1	

# THE HUNTER

ACTION SKILL WISDOM SOUL



# THE CROW

ACTION SKILL WISDOM SOUL



# THE BLACK KNIGHT

ACTION SKILL WISDOM SOUL



# GAWAINE

ACTION SKILL WISDOM SOUL



# FOREST WITCH

ACTION SKILL WISDOM SOUL



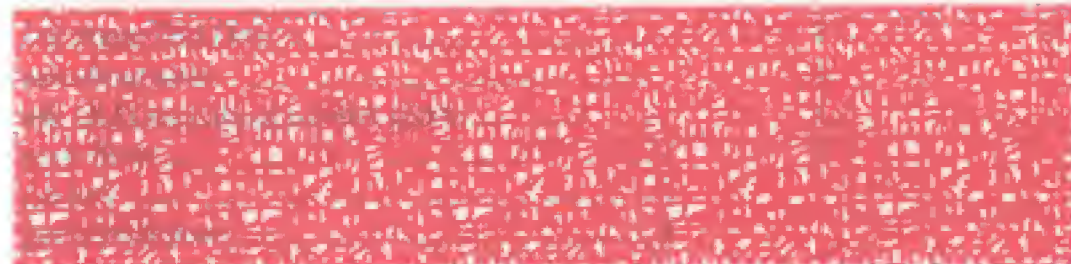
# BASE OF TOR

ACTION SKILL WISDOM SOUL



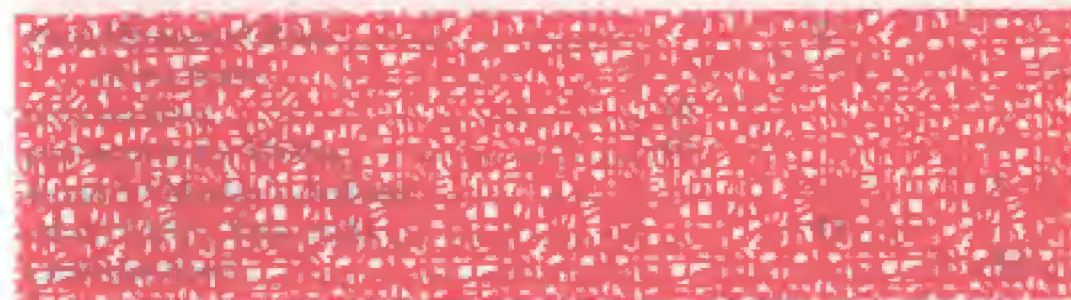
# GLASTONBURY TOR

ACTION SKILL WISDOM SOUL



# OT MOOR

ACTION SKILL WISDOM SOUL



# SOUTHAMPTON

ACTION SKILL WISDOM SOUL



# GAZA

ACTION SKILL WISDOM SOUL



# THE SCHOLAR

ACTION SKILL WISDOM SOUL





give money to Hunter.....		3
ask Hunter about Black Knight.....	1	
buy spear.....	3	
buy skins.....		2

accept challenge.....		1
get sleeve.....	1	
talk to Father Tree.....	1	

agree to joust.....		5
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ask Gawaine about Grail.....	1	
save Gawaine.....		50

give sleeve to Witch.....	5	
read runes.....	1	1

solve riddles (3 pts. each).....	15	
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ask about Old Ones.....	1	
ask about altar.....	1	
ask Old Ones about mother-moon.....	1	
give silver.....	1	1
get key.....	1	
get crystal heart.....	5	

recite Message of Rose.....	2	
(for use heart).....		
cross ice maze.....	10	
give heart to Ice Maiden.....	10	
accept Ice Maiden's challenge.....		5
solved riddles (5 pts. each).....	15	
Launcelot freed.....		50

ask Harbourmaster about Galahad.....	1	
ask about destinations.....	1	
pay fare to Gaza.....	5	

go with Hazm.....	1	
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ask Scholar about Galahad.....	1	
ask Scholar about Grail.....	1	

DESERT

ACTION SKILL WISDOM SOUL

WALLS OF JERUSALEM

ACTION SKILL WISDOM SOUL

BAZAAR

ACTION SKILL WISDOM SOUL

TEMPLE OF APHRODITE

FATIMA

ACTION SKILL WISDOM SOUL

CATACOMBS

ACTION SKILL WISDOM SOUL

TEMPLE OF APHRODITE

ACTION SKILL WISDOM SOUL

TEMPLE OF APHRODITE



ask Scholar about guardians.....	1		
ask Scholar about six goddesses .....	6		
ask Merlin about skeleton/camel.....	1		
drink from Pool of Siloam .....	1		
ask about Hezekiah .....	1		
bribe guards .....	1		
scare off Yasser (Jaffa Gate).....	1		
sell mule to Mohammed.....	10		
ask Seeress about Grail .....	1		
ask Seeress about Galahad .....	1		
buy Truth apple .....	5	5	
buy mirror.....	5		
give mirror to Man.....	5		
get veil from Man .....	5		
give veil to Ibrahim .....	5	5	
buy herbs .....	5		
give herbs to Hayyam .....	5	5	
buy grain.....	5		
buy lamb.....	5		
give felafel to urchin .....		20	
give lamb to Sara.....	5	5	
buy relic.....	5		
give relic to Tariq/get broom.....	10	5	
buy charcoal .....	5		
give broom to Achmed.....	5	5	
give charcoal to beggar .....	5	5	

give money to beggar .....			5
capture doves.....	5	5	5
say no to Fatima once.....		10	10
say no to Fatima again.....		10	10
ask about Goddess.....		1	
pass Test of Symbols .....		30	
ask hierophant about Grail .....		1	
ask hierophant about Galahad.....		1	
get elixir/enter catacombs.....	5		
ask about mural of Adams .....		1	
read inscription on sarcophagus.....		1	
ask about mural of Hippolytus.....		1	
ask about spirals .....		1	
ask about mural of Pygmalion .....		1	
ask about Gnostic .....		1	
ask about Sophia .....		1	
get medallion .....	5		
get golden apple .....	5		
give elixir to Galahad .....			50
give apple to statue.....	5		
pass question test/get dove .....		20	
secret door opens .....	5		
use dove.....	5		
ask about spiral.....		5	
find Grail .....	100	100	100
show mercy to thief .....			5

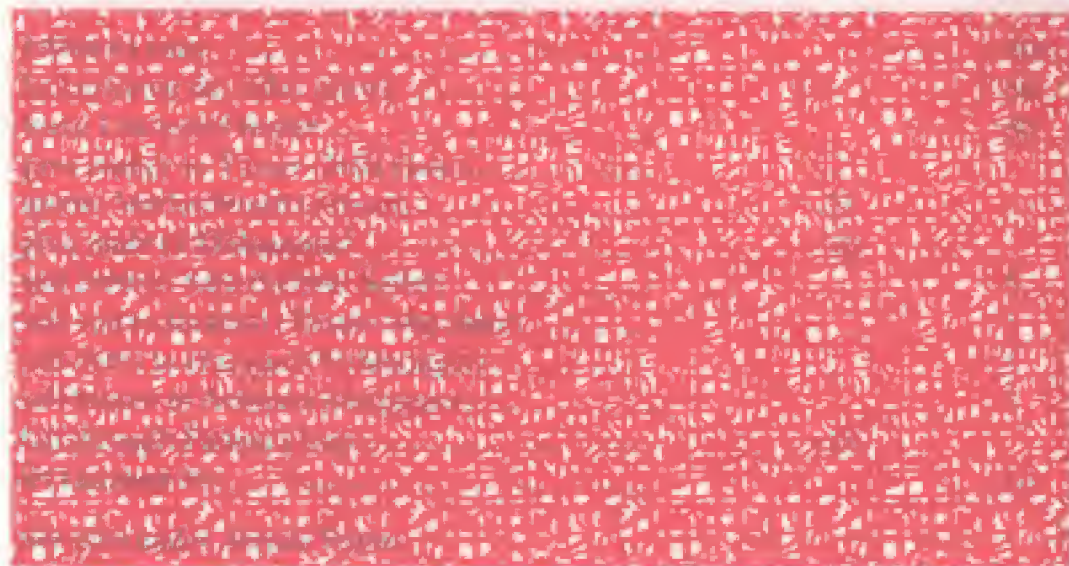


## HOW TO LOSE POINTS

ACTION

SKILL WISDOM

SOUL



## GENERAL QUESTIONS

What's the Liber ex Doctrina? Where do I find it? Why does Merlin tell me I already have it when it's not in my inventory?



Sometimes when I "ask about" something, Merlin will answer. So what's the difference between that and "ask Merlin about" something?



What use do the designs in the corners of the screen have?



How do I see my points as I progress?



## CAMELOT

Why can't I get my sword and shield?



Why can't I get anything in Merlin's room?





TOTAL POSSIBLE POINTS.....362\*      293      358

\*The Total of 368 Skill points shown on the game Score is incorrect. 362 is the highest score in the Skill category.

refuse to joust.....	-50
let Gawaine die (after joust).....	-50
leave Launcelot frozen.....	-50
give money to Yasser (Jaffa Gate).....	-2
ignore Merlin/return to desert.....	-25
give mule to Mohammed.....	-10
sell lamb to Sara (Felaful Seller).....	-5
sell veil to Ibrahim (Textile Merchant).....	-5
sell herbs to Hayyam (Fishmonger).....	-5
sell broom to Achmed (Innkeeper).....	-5
fall through Fatima's trap.....	-10
let Galahad die.....	-50

See also under Arcade Points.

This is the printed document book that comes with your game. You'll need to consult it to solve various parts of the game and this is my way of nudging you to have it handy.

If Merlin is the only character available in that location who can answer you then Merlin will always answer. If there's another character present, he or she will always answer a simple "ask about..." question. If you specifically want Merlin to answer when another character is present, then you need to use "ask Merlin about..." as a command.

Also, if you just want to see if Merlin can help you a little, you can type "ask Merlin for advice." If he has special advice, he'll give it to you.

The corner designs and borders are purely decorative.  
Except for those which are also visual clues.

To check your points, go to the menu, select "Information," then select "Show score."

The points are divided into three categories: Skill, for the fighting sequences; Wisdom, which is for asking the right questions and seeking information; and Soul, which is for making the right moral decisions.

You can. But things must be done in a proper order. Pay attention to Merlin's guidance.

The very first thing you have to do is change your clothes. The rest follows automatically after that.

Because they belong to Merlin.

You can. But only if he says you can.



Am I destined to go through the rest of my life as a dog?

That isn't funny. I've got fleas.

I give up! I can't find the lodestone.

Why won't the Treasurer give me money?

I changed my mind about the coins I chose. Am I stuck with them?

I can't find my purse!

Why does Gwenhyver want to sell me a portrait of Lancelot?

Am I supposed to do anything with Gwenhyver besides talk to her?

What is the Message of the Rose?

But what does the Message of the Rose mean? How do I use it?

How do I receive the blessings I need in the Chapel of the Two Gods?

Why won't the portcullis open for me?

I get killed every time I try to leave Camelot!

I'm on my horse, I'm riding away, but my mule doesn't follow me. How do I lead her?

## FOREST PERILOUS

What does this Widdershins character want?

I've got nothing in my purse but pebbles and copper! What'll I do now?

Do I have to go through this every time I pass the shrine?



You can look at things all you want. It's trying to take things he doesn't want you to have that will get you in trouble.

Woof. Woof. Arf bow wow rowrf.

So you do.

Don't panic. Merlin will accept any reasonable apology.

Type "I'm sorry," "forgive me" or "I apologize."

Are you sure you looked at everything in the room?

Ask Merlin about his chest.

Open the chest.

He will. But you have to have something in which to carry it.

If you have your purse, give it to the Treasurer. If you don't have it, go find it.

Not at all. Give the purse back to the Treasurer and he'll start over again for you.

Well, you probably left it lying somewhere. Look around.

Go to your own King's Room and look on the table.

She doesn't. You've just been caught reading a fake hint. For shame.

You could kiss her goodbye a few times.

Then you could ask about her roses.

Pick the last rose in her garden.

It's on page 7 of your Liber ex Doctrina.

"Love is my shield."

As Gwenthwyver told you, she's placed a spell of guidance and protection on the rose. The Message of the Rose is the exact words that will activate the spell. The trick is to figure out where and when to use the rose.

First, you must be kneeling. Then you can leave a coin on the altar, provided you've gotten money from your Treasury.

A silver coin on each altar will give you the blessing of that god.

A gold coin on each altar will give you visions, in addition to the blessings.

Merlin tells you why if you try to open it. Are you paying attention to him?

You must be properly prepared to leave the castle.

You must be wearing your armour and mounted on your horse.

Did you visit the Chapel of the Two Gods?

While in the Chapel, you must receive the blessings of both gods.

Don't worry about your mule. She's well trained and will follow you at her own pace.

Just what he says he wants — copper or tin.

You don't have any tin, so give him a copper coin.

You didn't bring copper coins? You'll have to return to a saved game in the Treasury and start again from there. This time, make sure you take some copper coins.

Try giving Widdershins what he wanted in the first place.

Give him a copper coin and he'll undo his mischief.

I'm afraid so, but you shouldn't be passing the shrine all that often anyway.



How do I get this Hunter to loosen his tongue?

Why can't I take the skins with me?

I gave the Hunter gold, but he hasn't given me the spear!

But I don't have any gold for the Hunter!

How do I get past the boars if my sword isn't long enough?

I can't get past these boars! I've tried and tried and I keep on getting killed.

Can I use the harp to lull the boars to sleep?

I'm stuck in the joust! I can't get out.

How do I free Gawaine?

Now that I've freed Gawaine, what do I do with him?

What does the Forest Witch want from me?

How do I get past the sorcerous barrier?

Why won't my mule come to me?

What does it mean when the stones glow?

I can't solve all five of these riddles!



Listen to his hints. He's a poor man.  
Give him a coin and he'll answer any question he can.

Because you don't really need them and they would be an inconvenience to you. You mainly buy the skins as a way of helping out the impoverished Hunter.

He has to know that you want the spear.  
Simply type "Buy the spear" and as long as you've given him gold (or the equivalent in other coins), he'll give you the spear.

He'll accept the equivalent in silver or copper.  
But you're going to need silver and gold later. If you didn't bring enough money, you should restore to an earlier game in Camelot, get the right coins from your Treasurer and continue on from there.

You need to have the right weapon to kill bears.  
Go back to the Hunter and buy the bear spear from him.

Go to the menu bar at the top of the screen, select SPEED, and under that select ARCADE DIFFICULTY. Set your level of difficulty on EASY.  
If you're already playing on EASY, all I can say is...keep at it. Either practice or luck will get you through eventually.

Tsk-tsk. There is no harp in this game. You're reading any old hint you come across, aren't you?

Once you begin the joust, it continues until either you or the Black Knight is defeated, preferably not you. If you're having trouble winning the joust, make sure your ARCADE DIFFICULTY setting is on EASY. It's in the menu under the heading SPEED.

Try something simple and straightforward, like using what you have with you.

Dismount, walk over to Gawaine and type "Cut shackles."

He's badly injured and needs to be sent back to Camelot. He can't very well walk and you don't have the time to spare to carry him. What does that leave you?

Type "put Gawaine on horse" or "send Gawaine to Camelot."

She wants something you should have found earlier in the forest.  
It was on the dead knight propped against the boulder where the crow challenged you.  
She wants the lady's sleeve that is on the dead knight's armour.

The barrier is held in place by the five stones. There's a clue about these stones on the witch's pedestal.

The five stones all used to be poets. The witch turned them into stone, but didn't take away their ability to speak.  
You have to talk to each stone or ask each stone for a riddle and solve all five riddles before the sinisterous barrier will be gone.

She'll come when she's good and ready. That's how it is with mules.  
Once you've completed your tasks on the top of Glastonbury Tor, your mule will once again be glad to follow you.

Merlin told you what it meant. You need to pay attention to what Merlin tells you.  
It means you've solved the riddle of that stone and need to go on to the next one. When all five are solved, you may pass.

If you leave the room and come back again, you'll get a new set of riddles that may be easier to solve.  
Or you can take the cowardly (ahem, I mean the easy) way out and read the answers to the riddles given below.

## THE STONE RIDDLES

"Three lives have I, Gentle enough to soothe the skin, Light enough to caress the sky. Hard enough to crack rocks, What am I?"

"Lighter than what I am made of, More of me is hidden than is seen. What am I?"

"When I am filled I can point the way, When I am empty nothing moves me, I have two skins, One without and one within. What am I?"

"If a man carried my burden He would break his back. I am not rich, but leave silver in my track. What am I?"

"My life can be measured in hours, I serve by being devoured. Thin, I am quick. Fat I am slow. Wind is my foe. What am I?"

"To unravel me you need a simple key, No key that was made by locksmith's hand, but a key that only I will understand. What am I?"

"Weight in my belly, Trees on my back, Nails in my ribs, Feet I do lack. What am I?"

"If you break me I do not stop working, If you touch me I may be snared, If you lose me nothing will matter. What am I?"

"I turn around once, What is out will not get in. I turn around again, What is in will not get out. What am I?"

"I am only useful when I am full, yet I am always full of holes. What am I?"

"You can see nothing else when you look in my face, I will look you in the eye And I will never lie. What am I?"

"I drive men mad for love of me, Easily beaten, Never free. What am I?"

"Glittering points that downward thrust, Sparkling spears that never rust. What am I?"

"When set loose I fly away, Never so cursed as when I go astray. What am I?"

"When young, I am sweet in the sun. When middle-aged, I make you gay. When old, I am valued more than ever. What am I?"

"I am always hungry, I must always be fed, the finger I lick will soon turn red. What am I?"



What is a gas when heated, a liquid when normal and a solid when cold?  
water

Think of something that is a floating mountain.  
iceberg

Think of something you might wear on a cold day.  
gloves

It's a creature that lives in the garden.  
snail

It can be used for measuring time as well as giving light.  
candle

It is the thing you are solving.  
riddle

It also floats.  
ship or boat

It is in your body.  
heart

There are two possible answers and neither of the two objects that are answers  
is of any use without the other.  
key or lock

A fisherman finds it especially useful.  
net or sieve

What would you use to look yourself in the eye?  
mirror

Coins and jewelry are made of it.  
gold

Think of something you'd see in winter.  
icicles

There are two possible answers. One is in your head; the other has feathers.  
arrow or tongue

It can be eaten or drunk.  
wine or grape

It gives off light and heat.  
fire or flame

"Each morning I appear to lie at your feet, All day I follow no matter how fast you run, Yet I nearly perish in the midday sun. What am I?"

"Bright as diamonds, Loud as thunder, Never still, A thing of wonder. What am I?"

"You heard me before, Yet you hear me again, Then I die, 'Till you call me again. What am I?"

"Lovely and round, I shine with pale light, grown in the darkness, A lady's delight. What am I?"

"Until I am measured I am not known, Yet how you miss me When I have flown. What am I?"

All about, but cannot be seen, Can be captured, cannot be held, No throat, but can be heard. What am I?"

"I am seen in the water if seen in the sky, I am in the rainbow, A jay's feather, And lapis lazuli. What am I?"

"I go around in circles but always straight ahead, Never complain no matter where I am led. What am I?"

"At the sound of me, men may dream or stamp their feet At the sound of me, women may laugh or sometimes weep. What am I?"

## GLASTONBURY TOR

I keep wandering around, but nothing seems to happen.

Help! I can't get off the Tor! I keep going around in circles.

Every time I try to talk to the Monk, he walks away from me.

I've talked to the Monk. Now what?

How do I talk to the Old Ones?



It also disappears on a cloudy day.  
shadow

There are several acceptable answers and all have to do with water.  
waterfall, ocean, sea or wave

It comes when you yell, if conditions are right.  
echo

No, not the moon. But it resembles the moon.  
pearl

There is never enough of it  
time

Considered one of the four primary elements  
air or wind

Also seen in sapphires and on very rare occasions in the moon.  
blue

Homeland's earliest invention  
wheel

It is a universal form of communication  
music or song

First, you have to find the Monk who lives on the Tor and talk to him. You will find him at the south end of the Tor, next to a covered well and a thorn tree. Ask him about things. Then when he goes mad, follow him. After he goes mad, you won't get any further along in the game until you kill him.

That's because you're caught in the Spell of Circular Entrapment. There is an object of power holding this spell in place. You must do several things before you can find this object. The first thing you must do is question the Monk until he goes mad. Then you must face him in combat.

Yes, he's certainly a cautious fellow. But he will talk to you if you get close, but not TOO close.

Obviously, if he's still talking to you and not trying to kill you, you haven't asked him the right questions. Ask him about places or objects associated with your mission. Get within talking range of the Monk and ask about the Grail or the well. Or draw your sword. That will also drive him mad. If he's gone mad and you don't know where he is, walk around the Tor until you encounter him.

Ask Merlin about the Old Ones for a clue. Merlin tells you that they tend to manifest in a place where they were once worshipped. Go to the north end of the Tor, find the three-part ancient altar and type "talk to Old Ones."



But how do I appease the Old Ones?

I don't understand what I'm supposed to do at the well.

How do I get my horse back?

#### OT MOOR

How do I get across the ice maze?

OK, I brought the Ice Maiden the corned beef on rye. Where am I supposed to get the mustard?

What is the object of power that she wants?

How do I rescue Lancelot?

#### THE LANGUAGE OF THE FLOWERS

"When light is dim and courage fails, When heart against adversity rails, When it seems you will never see the dawn, This alone can drive you on."

"If a dream is abandoned, Or a purpose dies, These are left with the dregs of bitterness and sighs."

"Surrounded by giants, Your worries were few, Wonders abounded, The world was new."

"Wise are they who seek it, Fools are they who believe without it, Scorn those who claim to own it."

"Known to the priest and nun, Who natural pleasures do shun."

"It alleviates all pain and sorrows, The final end of all tomorrows, That to which we all must go, Rich or poor, high or low."

"For its sweet sake, You suffer in silence, What we both most desire, But will never possess."

"It can be sweet on the tongue, Or vile as a curse, To hear it is evil, To believe it is worse."



Once you're at the altar, type "talk to Old Ones" and they'll give you a clue as to what they want. Question the Old Ones until you figure it out.  
Put five silver coins on the altar. They must be silver. Copper or gold will not work here.

Assuming you've gotten the key from the Old Ones at the altar, assuming you've used the key to unlock the lid and opened the lid, assuming you're looking for something that might be IN the well, do what you would do in a real life situation.

Type "search well".

You don't. Your horse has returned to Camelot. From here on, you travel on foot.

There are two ways to safely cross the ice. You can use the rose or use the crystal heart. Both will work once you have walked out onto the ice beyond the edge of the lake.

To use the rose, type the Message of the Rose. Stay within the protective circle of the petal whirlwind. Don't waste the rose because you can only use it to cross the ice one time.

To use the crystal heart, simply type "use the heart". You'll see a close-up of the heart appear in the lower righthand corner of the screen. As long as the heart is gold, you're on safe ice. The instant the heart turns purple, you're in danger and must step back to a safe point right away. You can cross the ice with the heart as many times as you like.

Be warned! The rose and the heart do NOT use the same safe path across the ice. Don't try to change from one to another when you're halfway through the maze.

The Ice Maiden only eats ice cream, iced tea and popsicles. She wouldn't touch the corned beef on rye.

Corned beef on rye?" Don't be silly.

You're reading fake hints, you naughty person.

It's hidden on the top of Glastonbury Tor  
It's the reason she is behaving in such a heartless fashion.  
Give her the crystal heart.

Once you've given the Ice Maiden what she wants, type "free Lancelot" and she'll present you with the test you must take to win his freedom.

Almond blossom = hope

Anemone = withered hopes

Buttercup = childhood

Chrysanthemum (white) = truth

Cornflower = celibacy

Daffodil = death

Forget-me-not = true love

Lily (yellow) = falsehood

"In time of grief, It gives relief, It can lessen fears, Ease the pain of tears."

How do I find out what ship to take or what it will cost?

"Oh, it is splendid, It has no peer, It scorns the lesser, And holds itself dear."

How do I find out what ship to take or what it will cost?

### SOUTHAMPTON

What do I do if I'm out of gold?

How do I find out what ship to take or what it will cost?

How do I find out what ship to take or what it will cost?

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How do I find out what ship to take or what it will cost?

### IN THE FAR EAST

#### THE SCHOLAR

I've eaten all his figs and drunk all his qahwah. Now what?

How do I find out what ship to take or what it will cost?

How do I find out what ship to take or what it will cost?

How do I find out what ship to take or what it will cost?

How do I find out what ship to take or what it will cost?

### THE DESERT

How do I find water?

How do I find out what ship to take or what it will cost?

How do I find out what ship to take or what it will cost?

How do I find out what ship to take or what it will cost?

How do I get through the desert?

How do I find out what ship to take or what it will cost?

How do I find out what ship to take or what it will cost?

How do I find out what ship to take or what it will cost?

How do I find out what ship to take or what it will cost?

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How do I find out what ship to take or what it will cost?



Poppy (red) = consolation

Sunflower = haughtiness

The Harbourmaster will accept the equivalent in silver or copper

If you don't have enough money, you have no choice but to restore to a saved game in Camelot and make sure that this time you leave with the right money and don't spend too much of it along the way.

Because you haven't done the two important things you must do before you can leave England.

First, you must find both Gawaine and Lancelot. Only then will you be able to board a ship at Southampton.

Question the Harbourmaster. That's what he's there for

Ask him about fares and destinations.

You'd better ask him a lot of questions. He has information that will be vital to you later.

Be sure you ask him about the six goddesses.

If you need to see a symbol repeated, you can ask about that individual goddess and he'll show you her symbol again.

There are two places to find water. If you hire Jabir, he'll lead you to a small pool. Notice the skeleton of the camel. Notice what your own mule does. Or rather, what she does NOT do.

Judging from the wisdom of your mule who does NOT drink, you should not drink the water in this pool.

You have to find the Pool of Siloam on the other side of the desert.

There are two ways that will work. Your lodestone will be very handy, if you have it with you. Directions change in the desert and you should consult it often.

If you've hired Jabir he'll lead you to a small pool. If you don't have a guide, starting at the halltop overlooking the port of Gaza you go north (away from Gaza), then east, south, east and this brings you to the small pool.

Carefully, skirt around the camel skeleton and go east (to the right) behind the rocks. Don't go off the screen to the north (at the top) or you'll be lost in endless desert. Next you'll encounter a ravine called a wadi. Go north and this will bring you to the outside of the Pool of Siloam.

The second method is to head north from the halltop, turn east, then continue going due east. This can get confusing unless you have the lodestone to help you. If you go due east without going off in any other direction, and do this long enough, you will eventually come to the outside of the Pool of Siloam.

If you don't have the lodestone, you can also tell direction by looking at the shadows. They are always pointing to the east.

As Merlin tells you, the valley of the cobras is a dead end, literally.

You can't. But observing the direction in which she runs gives you a clue about where Jerusalem lies.

Darkness. Water. Not much else.

Aha! You're reading a non-existent hint. That takes all the fun out of the game. You should read only the hints you really need to read to get through a specific difficulty in the game.

Even something like this, which looks like it might be full of information, can be deceiving.

Not to mention irritating.



## THE WALLS OF JERUSALEM

I keep getting killed by these thugs!

How do I get past Yasser?

## THE BAZAAR

There must be some way to stop this thief from stealing my purse!

I don't have any money and I can't figure out what I'm supposed to do in the bazaar.

How do I find the seeress?

How do I get up to Mari's room?

What does Mari want?

Where can I find what Mari wants?

OK, I gave Mari what she wanted. Why won't she give me what I want?

Hey, I can get some of these characters to buy the things they want from me. I've turned a profit. Pretty smart, eh?

How can I get Tariq to sell me the broom?

Where do I find a relic?

Whose relic am I supposed to buy?

Why does Ismail sell me the Grail so cheaply?

This Nubian meat merchant refuses to serve me. How am I supposed to buy anything from him?

The grain merchant won't stop pacing. How am I supposed to talk to him or buy grain?

How can I help the fishmonger?



You should have paid more attention to the good advice the sea captain gave you.

Bribe them, but carefully. Use four copper coins or one silver coin. Do NOT offer them gold or too much silver.

He'll take any amount of money you give him. That's because he's a con artist. Try a less subtle form of persuasion.

Draw your sword.

Sorry, this is a plot twist and is utterly unavoidable. He will always rob you and always escape in the alley. Turn your attention to finding a way to get more money.

Talk to the characters. Find the Seeress and learn what she wants you to do. Think about what you have that you could sell and who would want to buy it. Sell your robe to Mohammed, then do what the Seeress instructs.

She will reveal herself when you talk to her.

Talk to the old woman selling apples.

Her entrance is somewhere else, well hidden. A stranger like you will never find it in the back roads of Jerusalem. So think of another way to get her attention.

Yell or call for her.

A mirror.

From the man selling "Fictilia," meaning pottery.

Maybe you didn't mention the veil to her yet. If she's gone away from the window, call her to get her back, then either ask about the veil and type "get the veil."

Have you looked at your Soul Points lately?

If you've sold something you should have given away, you will eventually reach a dead end. A very dead end. You may as well restore to an earlier game right now.

He won't ever sell you the broom. But if you take his hints about wanting a relic, he'll trade you for it.

At the shop of Ismael, "Antiquarius Rex."

Anybody you like. Let your imagination run free.

I can see you're not paying attention.

Did you really try to buy the Grail from this fraud?

I guess it's a good thing he didn't have one for you. Just think how ridiculous you'd feel walking around with a fake Grail, wondering why you hadn't won the game yet.

He's upset about the smell of Hayyam's fish from across the street. You'll have to solve Hayyam's problem first.

He's aggravated by the smell from the fishmonger's shop. You'll have to solve the fishmonger's problem first.

Look for something that can cover up the bad smell of the fish.

The inside of Achmed's inn is sure a mess. What am I supposed to buy from him?

How do I help the Leprous Beggar?

What can I do to help the poor urchin boy?

How can I meet this girl who keeps walking around with the cage of doves?

How do I catch the doves?

Why won't the Seeress give me any more help?

I keep knocking at the door with the star and crescent, but nobody answers.

## FATIMA

I'm really enjoying Fatima's dancing, but she won't let me get close to her. What am I supposed to do?

How do I find the hierophant?

## THE TEST OF THE SYMBOLS

How am I supposed to know which is the right symbol in the Test of Symbols? They're not even in the Liber ex Doctrina!

"She was the Goddess of Byblos."

"Among her other names were 'Astroarche,' 'Attar-Samayin' and 'Ishtar.'"

"The Israelites burned incense, offered wine and baked cakes in her honor."

"She had a great shrine at Aphaca."

"King Solomon built a sanctuary in her honor in Jerusalem."

"Her priestesses were famous for their skill in astrology."

"She was earlier known as a Goddess in the country of Libya."

"According to Greek legends, she was born from the forehead of Zeus."



Buy the herbs from the lamp merchant and give them to the fishmonger.

If you're seeing the inside of the inn, you're not playing CONQUESTS OF CAMELOT. Go back to reading only the hints you really need to see.

All he wants is a bag of charcoal.  
There is only one logical shop to try.  
Buy charcoal from Tariq, the lamp merchant.

He'd sure appreciate the gift of a felafel, for starters.  
The best thing you can do to help the archer is to bring the felafel seller what she wants.  
Buy lamb from the Meat Merchant, give it to Sarah and enjoy what happens.

Once you've solved enough of the other problems in the bazaar, you will find the girl, lone, in front of Mohammed's shop. Then you can talk to her.

Think of another place in the bazaar where something was attracting birds.  
Buy a bag of grain from the grain merchant and scatter it on the ground next to Lone's empty cage.

She will only help you again when you've completed ALL the tasks she wants you to do in the bazaar.

Then nobody is home.  
When the time is right, someone will open the door.  
First, you have to complete all the tasks that the Seeress wants you to complete in the bazaar.

You don't have to get close to her to talk to her.

He's someone you've already met in the bazaar.  
Go back to the bazaar and talk to the Leprous Beggar.

This is the price you pay for not seeking knowledge earlier.  
Did you go with Hazim at Gaza port and visit the Scholar? Shame on you if you didn't.  
You must visit the Scholar and ask him about the Six Goddesses. It's up to you to make notes of the symbols.

Astarte

Astarte

Astarte

Astarte

Astarte

Astarte

Athene

Athene

"She was the patron of architects, sculptors, spinners and weavers."

"The element of brimstone was associated with her."

"The name of her major temple meant 'virgin-house.'"

"She was renowned for her wisdom, which was often represented in the form of an owl sitting upon her shoulder."

"To the Romans she was known as 'Mother of the Harvest.'"

"In Graek, her name was 'Kore' or 'Demeter.'"

"She was a guardian of grains and the field."

"Her major festival was celebrated on April 19th."

"She was renowned as 'The Lawgiver' and her priestesses helped to found the legal system of Rome."

"Her sacred women were titled 'Matronae' and ruled Rome for hundreds of years."

"To the Egyptians, she was known as 'Hathor.'"

"Another title for her is 'Giver of Life.'"

"Another title for her is 'The One Who Is All.'"

"She gave birth to the sun and granted immortality to rulers."

"The yearly flood of the Nile was caused by the tears she cried."

"Her priests and servants were known as 'Pastophori.'"

"The Romans knew her by the name 'Aphrodite.'"

"Mirrors are considered her sacred objects."

"The Morning Star and Evening Star are named for her."

"Her sacred day is Friday on which day her followers would eat fish."

"Her sacred element is copper."

"One of her most important shrines was on the island of Cyprus."

"She was known to the Romans as 'Hestia.'"

"In the ancient language of Sanskrit, her name means 'shining.'"

"She is the Guardian of Innermost Things."

"Her sacred fire was tended by six women who took vows of chastity for thirty years."

"Her hearth fire is thought to be the center of the earth."



Athene

Athene

Athene

Athene

Ceres

Ceres

Ceres

Ceres

Ceres

Ceres

Isis

Isis

Isis

Isis

Isis

Isis

Venus

Venus

Venus

Venus

Venus

Venus

Vesta

Vesta

Vesta

Vesta

Vesta

"She is the guardian of home and hearth."

## THE CATACOMBS

How do I get into the catacombs?

How do I get out of the catacombs!?

I can't make any sense out of where I'm going in the catacombs.

Where is Galahad?

How can I avoid being bitten by rats?

Then, how can I get the medallion without being bitten by a rat?

How can I avoid being bitten by that rat that jumps down on my neck?

I've been bitten by two or more rats. Would this be a good time to eat the green apple?

I've found Galahad, but nothing I do or use will save him.

The Thing in the sarcophagus grabs me as soon as I get too close!

I can't figure out what I'm supposed to give to the Thing in the sarcophagus.

What am I supposed to do with the bone?

What do I do with the statue of Aphrodite?



Vesta

Ask the Hierophant to open the catacombs, but pay attention to his advice.

You must do quite a few things before the way out will be opened for you. Two such things to start with is finding Galahad and getting the pentacle medallion.

True, each room has a different north-east-south-west set of directions. This is where you desperately need your lodestone.

Or consult the map inside this Hint Book. To help you with this, when you first arrive in the room with the Mural of Adonis, you are facing north and the mural wall is to the south.

If you explore enough, you'll find him.

Starting from the room with the Mural of Adonis, go east, then east again, then north.

When you're warned to stay away from them, stay away from them. Keep a safe distance away from the mummies.

You're carrying something long that would be a handy thing to use.

You can use your sword for more than hacking and slashing, you know.

Type "use the sword to get the medallion" or "get the medallion with the sword."

You can't. It's a vital part of the plot of the game and completely unavoidable. Your moral strength and virtue are being tested.

The green apple can only renew your strength, it can't cure the poison of a rat bite. It's up to you, but you should save the green apple until you really, really think you need it.

Use what you were given by the Hierophant.

You should have been given the vial of elixir by the Hierophant. Give the elixir to Galahad.

If you don't have the elixir, you have to restore to a previous game after Fatima tried to seduce you and successfully take her Test of Symbols. Then when you go to the Hierophant to enter the catacombs, he will give you the elixir.

You took the elixir yourself? For shame. There was only enough to save one person. I hope you saved a game before you took the elixir so you can go back to it.

You need something that will protect you from the Thing.

The inscription on the lid will give you a clue and you can safely read that by standing toward that end of the crypt instead of near the open end.

You must be wearing the pentacle medallion. It's hanging around the neck of a child's mummy in another room.

You aren't supposed to give him anything.

There's something inside the sarcophagus you're supposed to get. Look inside. Get the golden apple inside the sarcophagus.

Nothing at all. You should pay more attention to Merku when he tells you that something is useless.

Of course, you could try giving it to the Thing in the Sarcophagus. Just for fun. It won't help you with the game or win you any points, but if you feel like wasting time, go ahead.

You need to give her something.

It's something connected to her mythology. Look for visual clues.

I've forgotten the directions the statue gave me and it won't talk to me again.

### THE STATUE'S QUESTIONS

"What is Aphrodite's sacred number?"

"In the kingdom of Flora, what represents fertility and is sacred to Aphrodite?"

"In the kingdom of Fauna, what represents fertility and is sacred to Aphrodite?"

"To what people was the Goddess well known as Aphrodite?"

"Whom did Aphrodite love that was killed by a boar?"

"Who fell in love with Adonis and refused to release him from the Underworld?"

"Who ended the dispute between Aphrodite and Persephone over Adonis?"

"Who transformed into a boar and killed Adonis?"

"Where did Pygmalion live?"

"Whom did Pygmalion worship?"

"Whose company did Pygmalion disdain?"

"Of what was the statue made, that Pygmalion carved?"

"What did Aphrodite give to the statue to reward Pygmalion?"

"What is the name of the King who was father to Hippolytus?"

"Upon what did Hippolytus ride to go to the hunt?"

"Who did Aphrodite make to fall in love with Hippolytus after he scorned the Goddess?"

"Upon whom did Theseus call for vengeance upon Hippolytus?"

"Who was dragged to death behind his chariot?"

### THE TEMPLE OF APHRODITE

I keep wandering around the Temple, but nothing happens.

How do I get into the window in the alley?

But what about that giant head? That must be there for a very special reason.

Help! How do I get out of this fight with the Saracen once I've begun?



Put the golden apple in her hand

Ask Merlin about directions. He'll give them to you again.

Beginning with the room you're in, you must enter six doors in this order: west, east, south, east, south, north.

six

apple

dove

Greeks

Adonis

Persephone

Zeus

Ares

Cyprus

Aphrodite

women (or woman, female, girl)

ivory

life

Theseus

chariot

Phaedra (or stepmother)

Posidon

Hippolytus

You haven't wandered quite enough. Once you've walked through all four sections of the Temple, the Saracen will appear.

You'd need a rope and you don't have one and you aren't going to find one, so forget about it.

It's there because it looked great when the artist drew it.

You don't.

[REDACTED]

I've killed the Saracen, but I can't figure out what to do next.

[REDACTED]

I can't figure out Aphrodite's riddle.

[REDACTED]

I've followed Aphrodite's instructions, but I still can't find the Grail.

[REDACTED]

Wait a minute! Why did I get zapped by the Grail?!

[REDACTED]

No, not the Thief again! How do I stop him?

[REDACTED]

Which would be a better move, to kill the Thief or show him mercy?

[REDACTED]

### Total Game Walkthrough

This step-by-step walkthrough of the entire game is designed to show only the minimum steps needed to get through the game, but I've laid it out to also show some of the alternatives that can happen.

**NORTH/SOUTH/EAST/WEST DIRECTIONS:** Any time I give a north, south, east or west direction, I'm referring to **LODESTONE** directions. Once you have the lodestone, you can determine where true north is for each scene by typing "use lodestone" and it will appear in the upper righthand corner and show you which way is north. This is especially important in such mazes as the Desert and the Catacombs where directions are shifted deliberately to confuse you. Watching the directions of the shadows in the Desert will also help.

### WALKTHROUGH

**CAMELOT (FLOOR PLAN OF CASTLE FOR TRAVELLING FROM ROOM TO ROOM)**

[REDACTED]

**KING'S ROOM**

[REDACTED]

**CAMELOT**

[REDACTED]

**MERLIN'S ROOM**

[REDACTED]

**CAMELOT**

[REDACTED]



What did you expect? Everything is at stake: the life of Camelot and all your people. There is no other way to win the Grail except to defeat the Saracen. If it's really giving you trouble, make sure your arcade difficulty level is set on "EASY." This is located under the heading "SPEED" in the game menu.

If you still have the green apple, NOW is the time to eat it, immediately BEFORE you put on the helmet that the Saracen offers you.

Use strategy and don't waste your waning strength with mindless blows. Remember to parry. Observe how the Saracen attacks until you see what patterns his techniques follow, then use that to your advantage. Save your Great Blows for when they will really work. Otherwise, using Great Blows will only take your strength away more quickly.

Remember the words of the statue in the catacombs.

She gave you something to use after you'd proven yourself with sword and shield.

Type "use the dove." Then make sure you follow the dove.

By now, you should know her sacred number. Look at the spiral over which she appeared. It's a lunar spiral, meaning it turns to the left.

Turning to your left when facing the spiral, count out the places where a pillar stood until you find the sixth pillar.

If you've found the sixth pillar, push on it.

If it's the right pillar, it will move. If it doesn't move, it isn't the right pillar.

You were warned all along that the Grail would judge whether or not you were worthy. Obviously, you weren't worthy.

You will fail in your mission if you did not save all three of your knights: Gawaine, Lancelot and Galahad. The message or messages that appeared after the Grail zapped you told you what you did wrong.

This is the thick, and final, unavoidable plot twist. There's nothing you can do to prevent the Thief from grabbing the Grail when you first find it.

But what happens after that is up to your quick reactions.

That's entirely up to you. You have nothing to lose by killing him, though you may have something to gain by showing him mercy.

## Enter the KING'S ROOM

Change into your travelling clothes and gear. Get your purse from the table. Leave room.

## Go to Merlin's Room.

Talk to Merlin, then ask him about the Grail, Gawaine, Galahad, Lancelot, symbols. Leave room.

## Go to the TREASURY



## TREASURY

### CAMELOT

### QUEEN'S BOWER

### CAMELOT

### CHAPEL OF TWO GODS

### CAMELOT

### MERLIN'S ROOM

### MAP OF ENGLAND - INFORMATION

### MERLIN

### CAMELOT

## COURTYARD

### GATE

### MAP OF ENGLAND - TRAVEL

### OT MOOR

### ICE PALACE

### OT MOOR

### MAP OF ENGLAND - TRAVEL

### FOREST PERILOUS - WIDDERSHINS

### FOREST PERILOUS - HUNTER

### FOREST PERILOUS - BOARS

### FOREST PERILOUS - CROW & DEAD KNIGHT



Talk to the Treasurer. Ask him about Gawaine. Give him your purse and have him fill it with copper, silver and gold coins. Make sure you get the purse back. Leave through trapdoor.

Go to the QUEEN'S BOWER.

Talk to Gwenhyver and ask her about Launcelot. Pick the last rose. Ask your queen about the Message of the Rose. Leave bower.

Go to the CHAPEL OF TWO GODS

Look at the altars. Go to Christ's altar, kneel and give a silver coin first, then a gold coin. Stand up, go over to the altar of Mintras, kneel and give a silver coin first, then a gold coin. Stand and leave chapel.

Return to MERLIN'S ROOM.

Ask Merlin about the Liber ex Doctrina. Look at the Liber ex Doctrina. Look at the scroll on his desk, then read Merlin's translation. Look at Merlin's chest. Open the chest and take the lodestone. Go over to the map in the back corner and study it.

Studying the map will give you a close-up of it. Move around the map, study the information, and decide which places to go to search for the Grail. Hit F6 to exit.

Talk to Merlin. Ask him about places on the map. Leave room.

Go to the COURTYARD.

Mount your horse. Don't worry about the mule, she'll follow. Ride over to guard at left of gate and ask him about Galahad. If you feel generous, tip him. Ride out the gate.

Ride on down the road.

Go to Ot Moor.

Look around. Look at the Ice Palace. Travel east until you come to the edge of the lake to your north. You will have to leave your mule and/or horse here. Recite the Message of the Rose then carefully stay within the rose petal whirlwind as it guides you across the ice. Enter the palace.

Talk to the Ice Maiden. She transports you back to the edge of the lake.

Head west until you leave Ot Moor.

Go to FOREST PERILOUS

Put a copper coin in the shrine for Widdershins. Go west.

Talk to the Hunter. Ask him about the spear. Tell him you want to buy the spear and give him a gold coin. Go west.

Hit spacebar to use the bear spear. When you've killed all three boars, go northwest.

Accept the challenge delivered by the crow. Look at the skeleton. Take the lady's sleeve. Go east.

FOREST PERILOUS - BLACK KNIGHT

JOUSTING WITH BLACK KNIGHT

FOREST PERILOUS - GAWAINE

FOREST PERILOUS - FOREST WITCH

FOREST PERILOUS - RIDDLE STONES

GLASTONBURY TOR

FOREST PERILOUS - RIDDLE STONES

MAP OF ENGLAND

OT MOOR

ICE PALACE

OT MOOR

MAP OF ENGLAND - TRAVEL

SOUTHAMPTON

SEA VOYAGE

GAZA PORT

THE SCHOLAR, AL-SIRAT

HILL ABOVE GAZA

DESERT



Accept the Black Knight's challenge to joust.

Unhorse the Black Knight three times before he unhorses you three times.

Look at Gawaine. Dismount and cut Gawaine's shackles. Talk to Gawaine, then give him your horse and send him back to Camelot. Go east.

Give the lady's sleeve to the witch. When she's gone, read the runes that appear on the pedestal. Go northwest.

Talk to each stone to get its riddle. Answer each riddle. Start climbing the Tor.

Go south until you find the Monk standing near a well. Look at the Monk. Talk to the Monk. Ask him about the Grail. After he goes mad and runs off, follow him. When you catch up to the Monk and his illusions, draw your sword and defend yourself. You have no choice but to kill the Monk.

After the Monk is dead and gone, ask Merlin about the Old Ones. Find the altar in the ruins. Talk to the Old Ones and ask them about the mother-moon. Put 5 silver coins on the altar.

Take the key they give you and once more find the well. Use the key to unlock the lid, open the lid, then search the well. Go south out of the ruins.

Leave the Tor and head south. Your mule will follow.

Go back to OT MOOR.

Head east to the edge of the lake again. Use the crystal heart to cross the lake. Continue walking only when it is gold. If it turns purple, stop and return to the safe spot immediately! Enter the Ice Palace.

Give the crystal heart to the Ice Maiden. Let her know you want to free Lancelot and accept her challenge to do so. She will take you into the next room to the Miraculous Bush of Flowers.

Again, accept her challenge to take her test. Answer the three riddles she poses by choosing the correct flower. When you're done, the Ice Maiden will lead you back to Lancelot, set him free and return you to the edge of the lake.

Travel west until you leave Ot Moor.

Go to the port of SOUTHAMPTON.

Talk to the Harbourmaster and ask him about ships, destinations, fares and Galahad. Buy passage to Gaza.

You will travel from Southampton to Gaza. Pay attention to the Captain's advice.

Ignore Jabir. Go with Hazim.

Talk to the scholar. Ask him about the Goddess, the Six Goddesses, the Grail, Galahad, guardians. Carefully take notes of the symbols he shows you. He will show you individual symbols again if you ask by name. You may eat figs and drink qahwah.

Ignore Jabir again. Go straight ahead.

Go east. If you don't know which way east is, use your lodestone. In the next section of desert, go south. In the next section of desert, go east. This will bring you to a pool with a camel skeleton nearby. Jabir will also be waiting for you.



## THE POOL OF SILOAM

## DESERT

## WALLS OF JERUSALEM

## BAZAAR

## FATIMA

## TEST OF SYMBOLS

## FATIMA



Ignore Jabir and pay attention to what your mule does. Jabir will continue to bother you, so draw your sword. That will send him running, but from here on, watch out! Jabir will try to ambush you. Leave the pool by going around the skeleton and head east. You will skim a deep wadi (don't fall in!) and head north.

A native girl runs away as you approach the Pool of Siloam. Go down the stairs. At the Pool, drink water. Ask about the pool and the aqueduct. Explore the aqueduct if you like, but it won't get you anywhere, so turn around and leave the pool.

When you come to the top of the stairs, head in the same direction that the girl ran when you frightened her off. If Jabir hasn't ambushed you yet, be especially on your guard when you glimpse the walls of Jerusalem up ahead. Be ready to draw and swing your sword if he should attack. But be sure to sheathe your sword again before you reach the Zion Gate up ahead. Head for the walls.

First, you reach the Zion Gate guarded by four dangerous mercenaries. Bribe them very carefully, not too little and not too much. Whatever you do, don't draw your sword! When they have their bribe, turn left and follow the wall. Continue to follow the walls until you come to the Jaffa Gate. When assailed by Yasser, draw your sword to get rid of him. Then enter Jerusalem.

There is nothing you can do to prevent the thief from stealing your purse. You may chase him into the alley, but you will never catch him. Sell your mule to Mohammed.

You will enjoy the whole bazaar more if you first wander around and talk to as many of the merchants as you can (a few will not be very cooperative and one will not talk to you at all). Wait until last to talk to the Seeress, who is the old woman selling apples. After you talk to her, buy an apple. Give her a gold coin. Pay careful attention to her instructions after you eat the apple.

Go west. Talk to Ibrahim, the textile merchant. Talk to Sarah, the fetafel seller. Buy a fetafel and give it to the urchin. You may buy and eat a fetafel yourself, but be very careful how you spend your money.

Go east, then cross the street and find Farabi, the pottery seller (Pictorial). Buy a mirror.

Go west to Mohammed's shop. Yell for Mari. Ask about the veil. Throw the mirror to Mari. She will throw you the veil. Go across the street and give the veil to Ibrahim.

Go east and continue down this side of the street until you find Fawaz, the meat merchant (Tabulae Lanium). Talk to Fawaz.

Go west, then across the street and find Hayyam, the fishmonger (Cetarius). Talk to Hayyam.

Go across the street to Tariq, the lamp merchant (Lucernae). Talk to Tariq. Buy herbs. Cross the street and give the herbs to Hayyam.

Go back to Fawaz and buy a piece of lamb. Go west and continue down the street until you reach Sarah. Give her the lamb.

Go east on the same side of the street until you come to Ismail, the relic merchant (Antiquarius Rex). Talk to Ismail, then buy a relic.

Go west and return to Tariq. Give him the relic. Take the broom. Go across the street, then east. Go to the inn (Caupona) and knock on the door. Give Achmed the broom. If you feel like it, spend the night there.

Leave the inn and go east. Talk to the leprous beggar.

Cross the street and go west until you come to Tariq. Buy a bag of charcoal. Go back and give the charcoal to the beggar.

Go west along the same side of the street all the way back to Mohammed's shop. Talk to Ione (the crying girl).

Go east to Ali, the grain merchant (Horreum). Buy a bag of grain. Return to Ione. Scatter the grain on the ground next to the cage.

Cross the street and go east to the Seeress. Talk to the Seeress. She will give you the Strength Apple. Do NOT eat it yet!

Go east until you come to Fatima's door (marked by the star and the crescent). Knock and enter.

Say no to Fatima's first attempt to seduce you. Say no to Fatima's second attempt to seduce you. Ask her about Grail, Test, Galahad, catacombs, Hierophant. Give Fatima your purse. Enter the door she's opened for you.

Follow Fatima's instructions and take the test until you pass. Hit F6 to exit.

Leave Fatima's room.

### SPECIAL NOTE

[illegible]

## HIEROPHANT

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

## CATACOMBS

*Journal of Management Studies*, 36(7), 809–826  
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### TEMPLE OF APHRODITE

15. *Chlorophyll *a** and *Chlorophyll *b** were determined by the method of Lichtenthaler and Sponholz (1980). The total chlorophyll content was determined by the method of Lichtenthaler and Sponholz (1980). The total chlorophyll content was determined by the method of Lichtenthaler and Sponholz (1980).

45

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**At last, you have found the C-trail!**

1. The first step is to identify the key components of the system. This includes understanding the hardware, software, and data involved.

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If you fall through Fatima's trap, you'll find yourself in the middle of Hezekiah's Aqueduct. Head for the light until you reach the Pool of Siloam, then retrace your steps all the way back to Jerusalem and to Fatima's door. Knock and enter. Once inside, take the Test of Symbols until you pass. Then leave her house.

Go across the street. Talk to the beggar. Ask him to open the catacombs. If you've passed the Test of Symbols, he'll give you the elixir. Do NOT drink it yet!

The catacombs are very confusing. You will need to use your lodestone to find your way around. Look at the mural. Go east into the next room. Go east again into the next room. Then go north.

No, there's absolutely nothing you can do to avoid being bitten by the rat when you enter this chamber. From now on, your time is limited, so do not delay. Give Galahad the elixir. Leave this room.

Look at the child's mummy. Get close, but not too close, to the right of the child's mummy. Use your sword to get the medallion from the mummy.

Go east, then north. Read the inscription on the lid of the sarcophagus. Go up to the open end of the sarcophagus. Get the golden apple inside the sarcophagus.

Go north, then west. Give the golden apple to the statue of Aphrodite. Answer correctly six of the questions the statue puts to you. Listen carefully and make a note of the directions she gives you. When the secret doors open, use your lodestone and choose the door to the west.

When you come out of the dark passageway, go east, then south, then east, then south. When you come out of this dark passageway, go north. Look at the dead warrior's skull. Take the stars out of the catacombs.

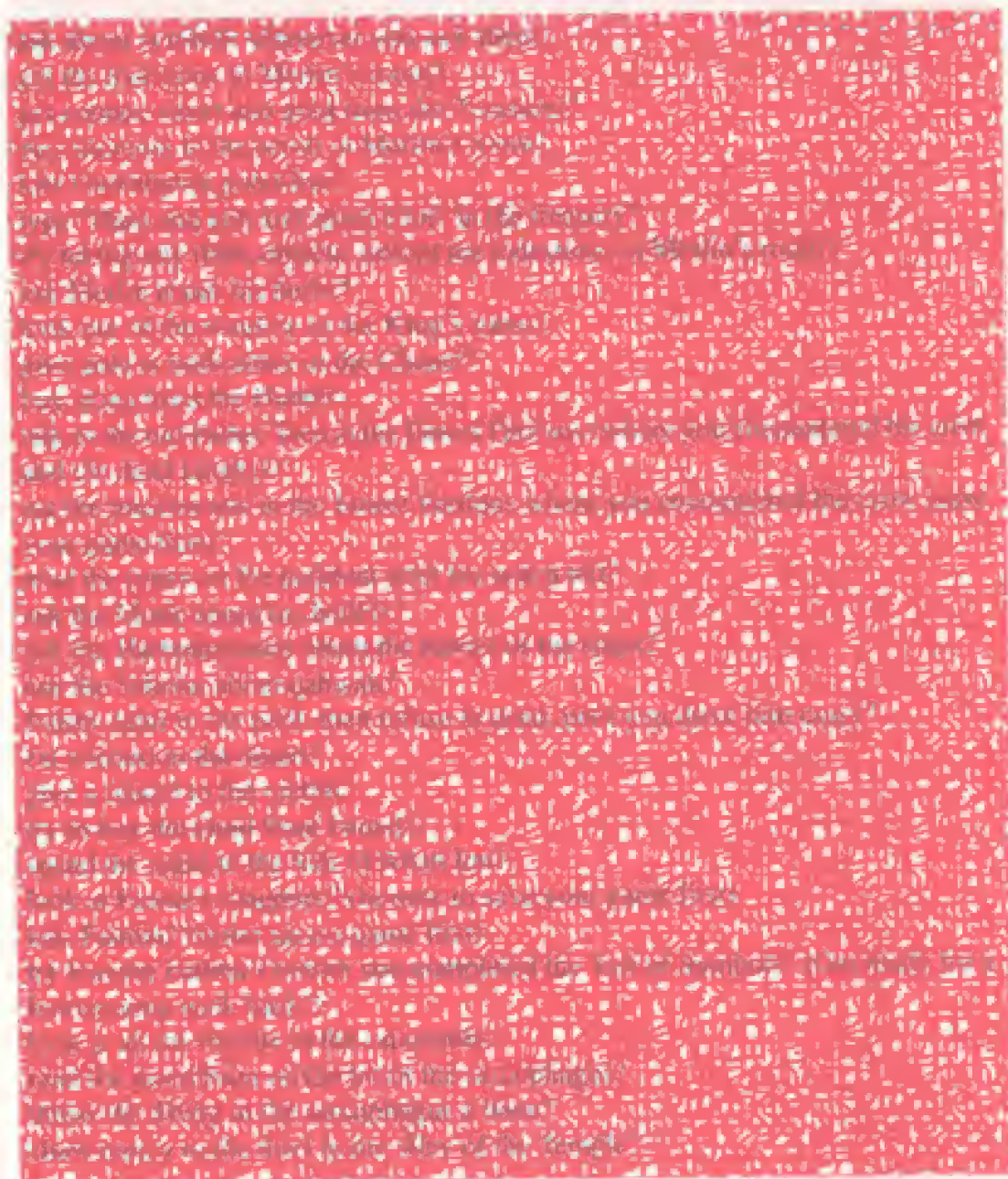
Walk all around the Temple so that you've seen each part of it. When the Saracen appears and challenges you to a battle, eat the Green Apple. Eat it BEFORE you put on the helmet. This would also be a very good time to save your game. Put on the helmet. Now you are irrevocably locked in battle until one of you is defeated.

When you've defeated the Saracen, use the dove. Follow the dove until Aphrodite appears. Listen carefully to her words. Ask Merlin about the spiral. Facing the spiral on the inside of the Temple (not from the stairs), move to the left. Count the places where each pillar once stood until you come to the remains of the sixth pillar. Push the pillar.

There is nothing you can do to prevent the thief from snatching the Grail. Chase him through the Temple, down the stairs and into the alley.

Once you have him trapped in the alley, you may either kill the thief or show mercy by picking up the Grail. You have now reached the end of the game.

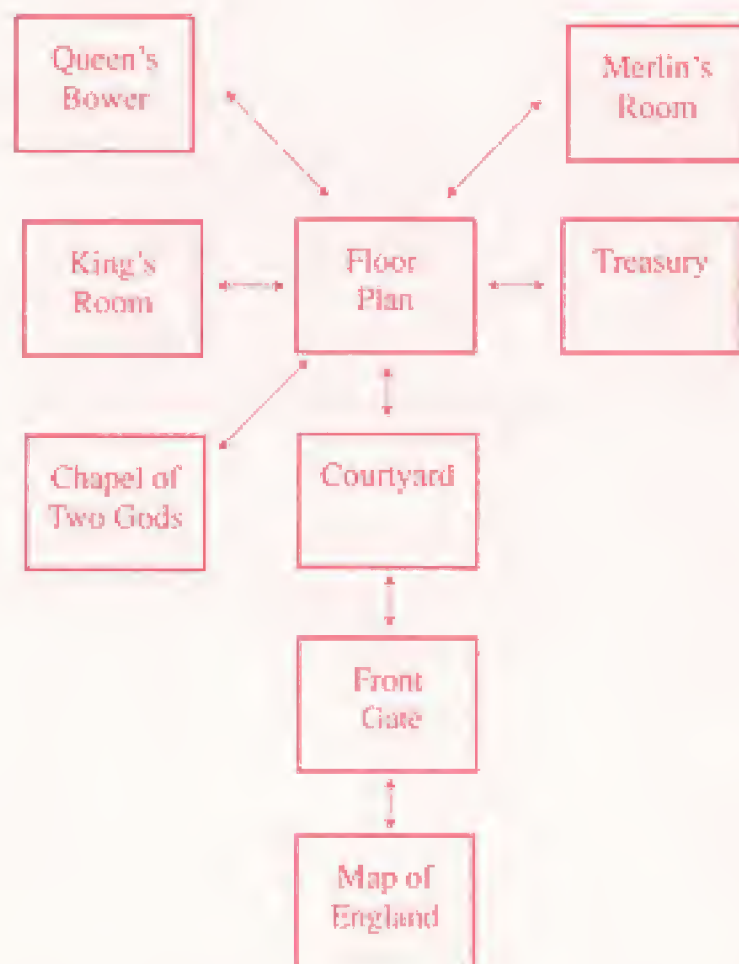
DID YOU...



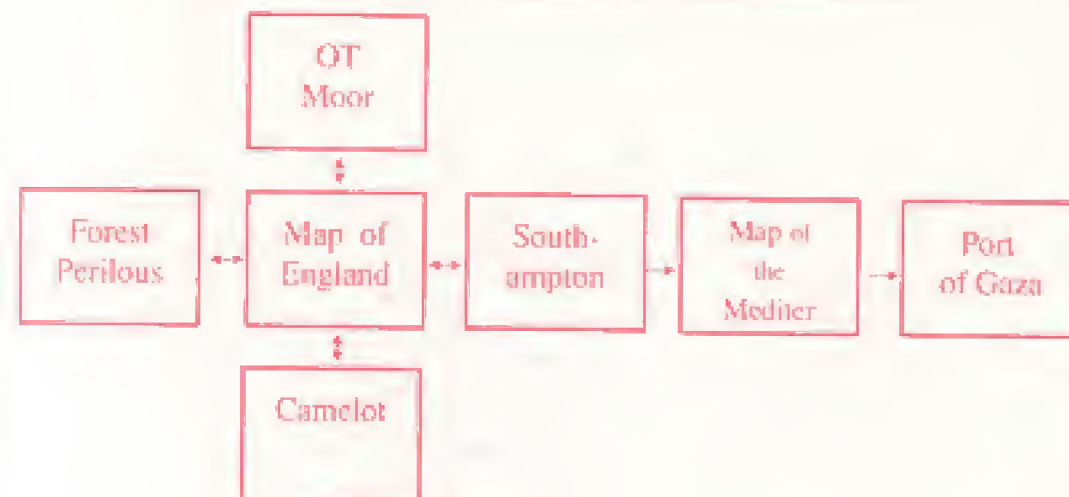


ask about symbols whenever you saw them?  
get the lodestone in Merlin's room?  
get copper, silver and gold from the Treasurer?  
pay attention to the scroll in Merlin's room?  
kiss Gwenhyver good-bye?  
type "Hain and jam and spam a lot" in the treasury?  
try taking any three objects, except the lodestone, in Merlin's room?  
ask Merlin about his herbs?  
look out of the window in the King's room?  
give gold at both altars in the Chapel?  
buy skins from the Hunter?  
talk to the old Father Tree in the Forest Peridous (where you encountered the crow  
and the dead knight)?  
eat the mushrooms in the Forest Peridous where you encountered the crow (save  
your game first)?  
read the runes on the pedestal after the witch left?  
ask the Monk about his beliefs?  
ask the Harbourmaster about the names of the ships?  
ask the Scholar about qaliwah?  
follow Jabir to the pool, then refuse to drink until you drive him crazy?  
eat a lizard in the desert?  
give a felafel to the urchin?  
try to buy the Grail from Ismail?  
spend the night in the Star of Allah Inn?  
look at Fawaz's daughter? (be sure to save your game first)  
kiss Fatima? (better save a game first)  
try leaving Fatima's before you completed the Test of Symbols? (Get ready for a  
loooooong walk back!)  
look at all the murals in the catacombs?  
read the inscription on the lid of the sarcophagus?  
throw the Thing in the sarcophagus a bone?  
show mercy to the thief in the alley of the Temple?

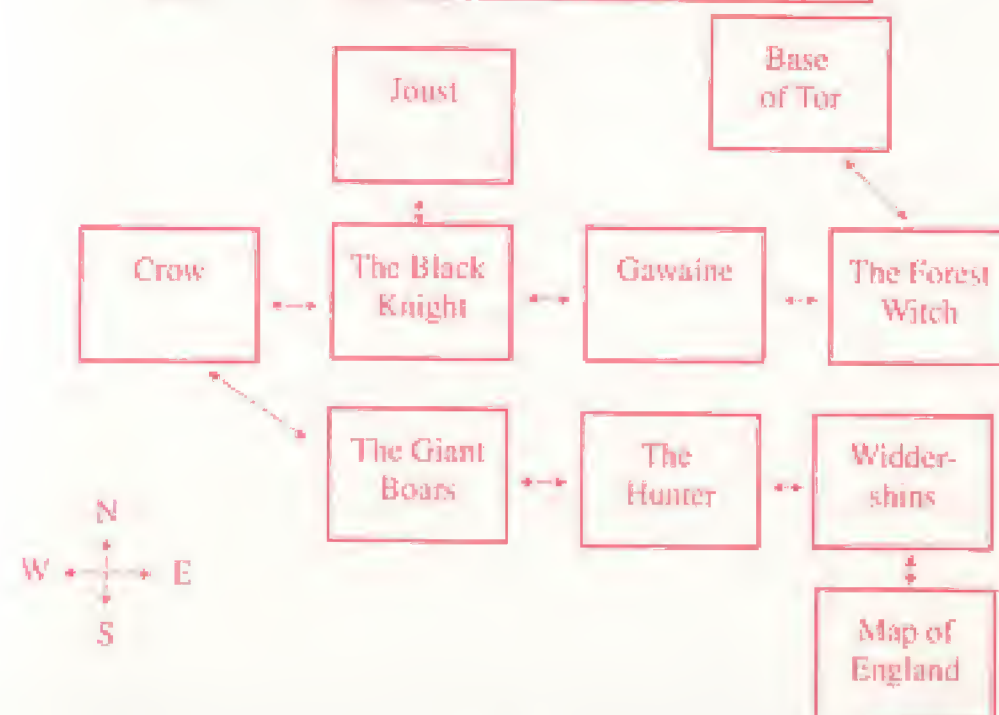
## CAMELOT



## TRAVEL MAPS

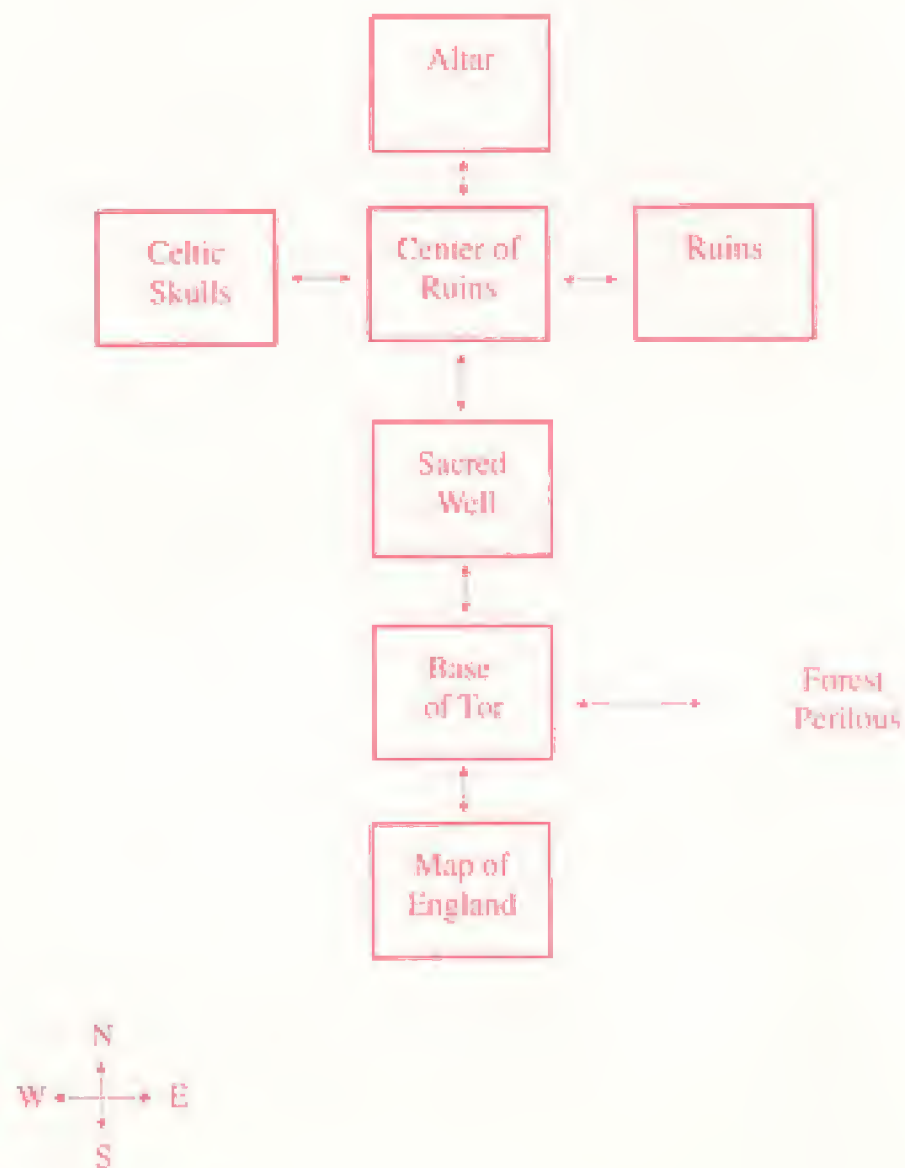


## FOREST PERILOUS

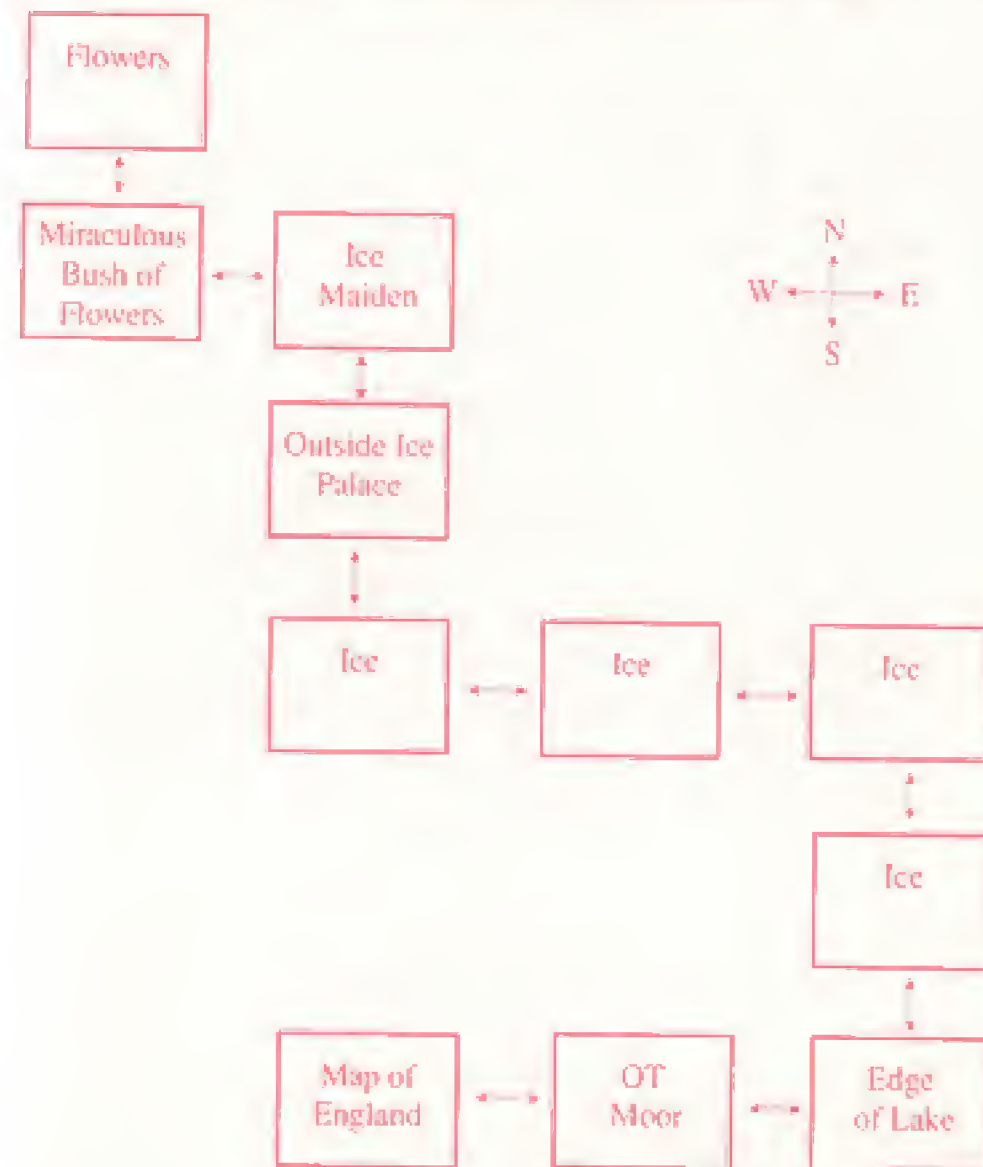




# GLASTONBURY TOR



# OT MOOR



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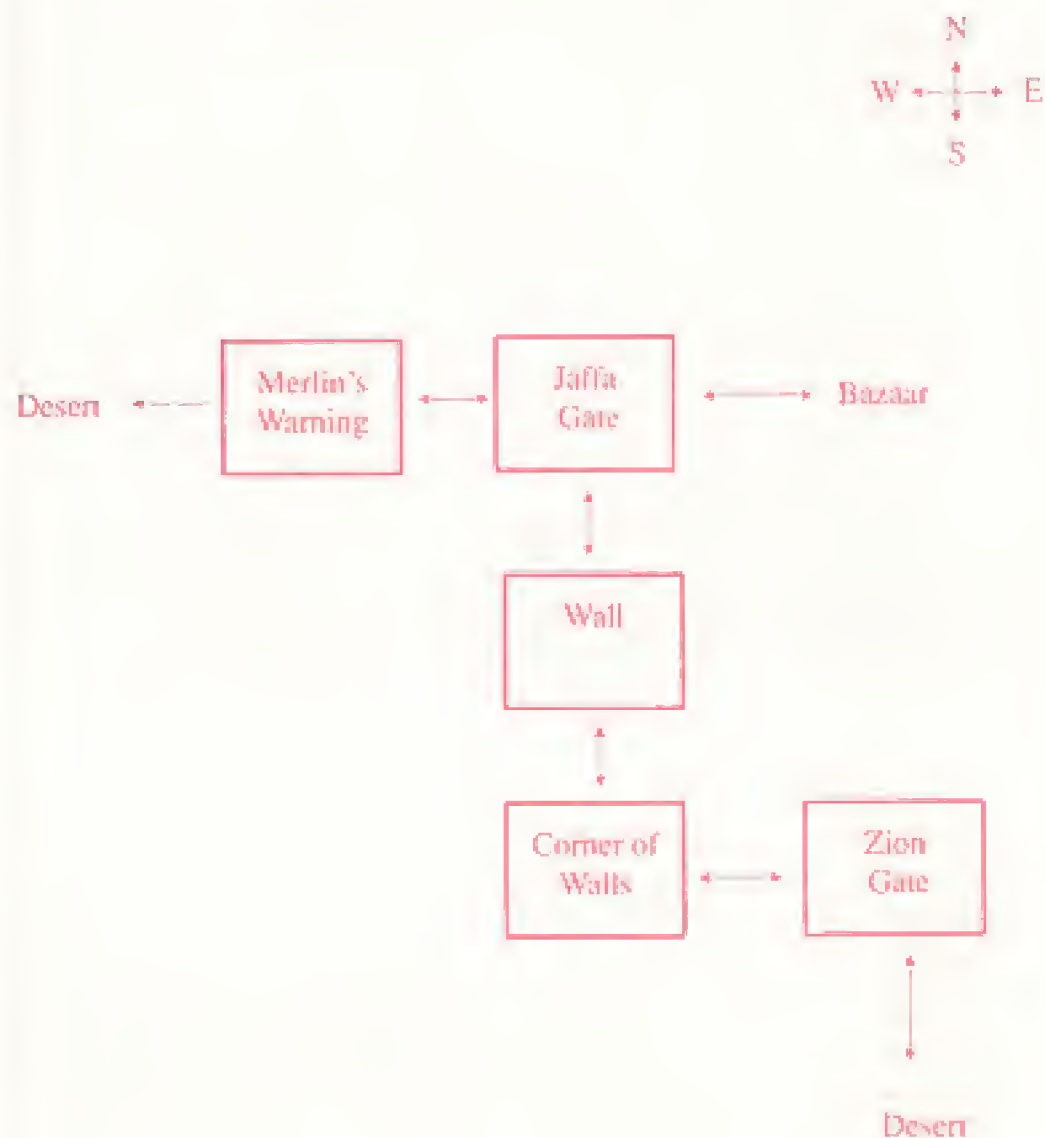


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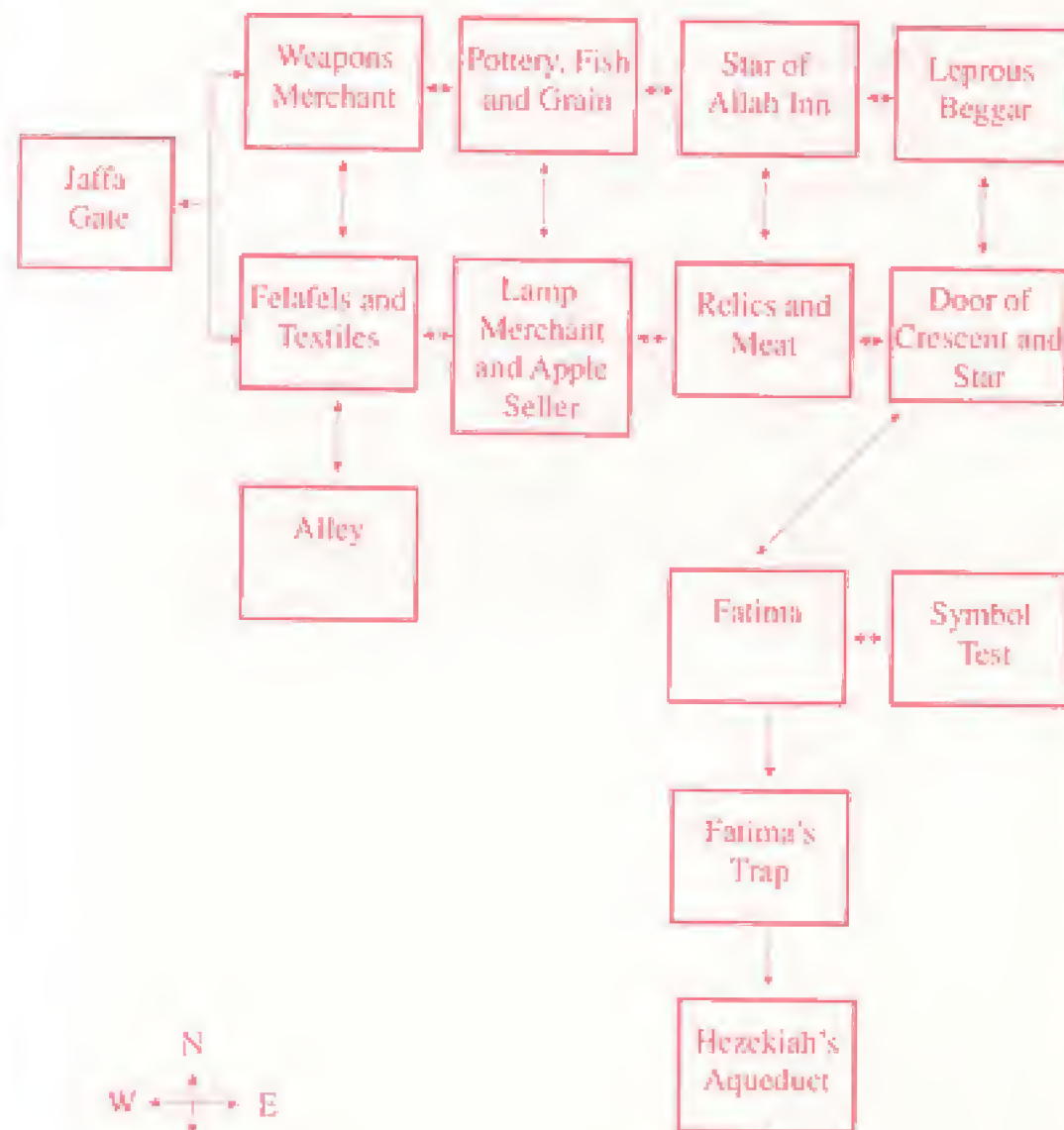




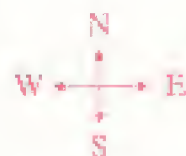
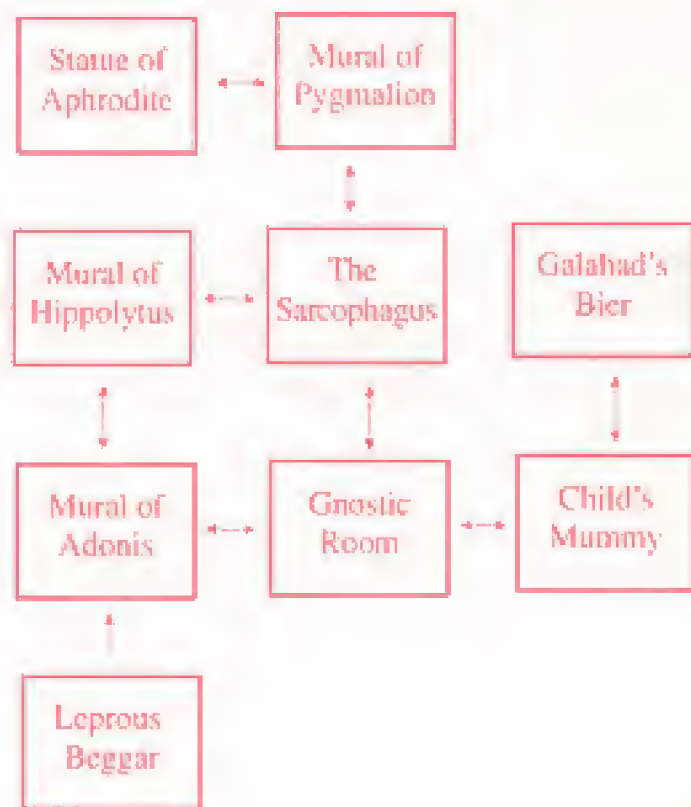
## WALLS OF JERUSALEM



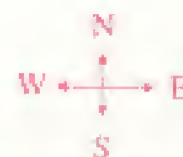
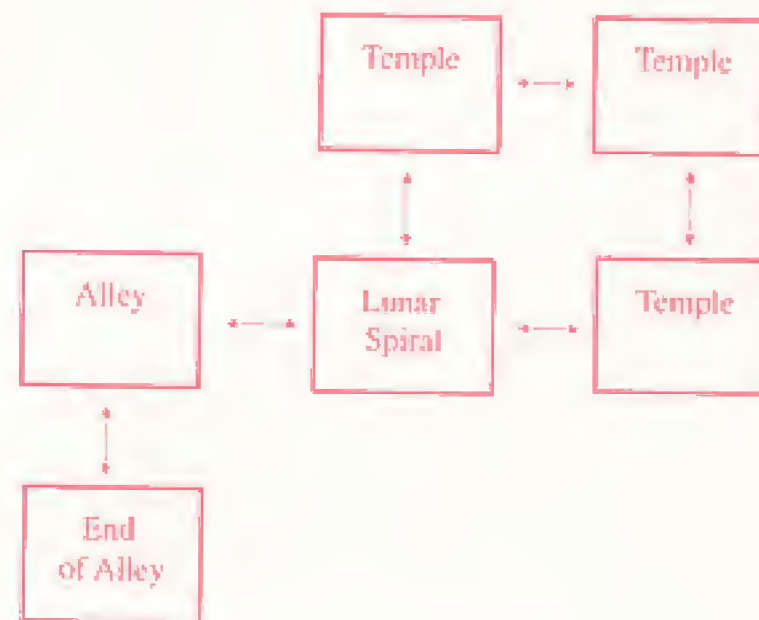
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## TEMPLE OF APHRODITE





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# NOTES

## NOTES





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